ATARI

David's Midnight Magic

Hi-Res Pinball by David Snider

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Broderbund Software

David's Midnight Magic

INSTRUCTIONS

To begin play for one player, press either paddle button twice. To set up the game for two, three, or four players, press either paddle button once to leave attract mode, press the space bar to select, then press a button to begin. The two paddle buttons control left and right flippers. The paddle one dial controls the launching spring tension and the paddle one button fires the ball.

During play of the game the space bar jostles the machine for extra bounce. Overuse will TILT and bonus points for ball in play are lost. The BREAK key will freeze play if you are interrupted.

Hitting the five left top drop targets scores 5,000 points plus 5 bonus points and resets targets. The right top drop targets score 3,000 points and 3 bonus points. The four bottom left targets enable the lefthand Magicsave for one use, score 2,000 points and 2 bonus points. The four bottom right targets enable the righthand Magicsave for one use, score 2,000 points and 2 bonus points. Blue targets score 250 points. The White Apple bumper scores 500 points. The bottom kickers score 300 points and move the orange rollover in the bottom columns.

The Magicsave magnets may save a ball that is about to be lost down one of the side columns. Press any key in the lefthand part of the bottom row of keys (ZXC or V) to activate the left Magicsave. Press any key in the right part of the bottom row of keys (M . or /) to activate the right Magicsave.

Dropping a ball in the ball collector (the S-shaped curve in the top level) scores 10,000 points and 10 bonus points and gives you a new ball. Dropping three balls in the ball collector releases all for multiple ball play. On your final ball, loss down either side column will release any balls in the ball collector for last chance play.

Kicking a ball through the loop at the top of the lower level increases the bonus multiplier and scores 5,000 points. Passing through the loop after the 5X level scores 5,000 points and an extra ball. The multi-ball release under the top set of flippers scores 5,000 points and 5 bonus points and releases any balls caught in the ball collector. All orange rollovers score 1,000 points and 1 bonus point. Bonus points times 1000 are scored at the end of each ball in play.

High scores may be saved to disk by cutting a notch in your disk (otherwise, high scores only last until the computer is turned off). Notching the disk will, however, void your Brøderbund warranty. You may view high scores at any time by pressing Control-H.

This program requires 48K Atari 400/800 and paddles. Each game is fully guaranteed. If it ever fails to boot, for any reason whatever, return the disk to Brøderbund Software for a free replacement. If the disk has been physically damaged, please include $5 for replacement. Atari 400/800 are registered trademarks of Atari, Inc.

Brøderbund Software

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Insertar
Sorgfältig Einsetzen

Never
Jamais
絶対禁止

Nunca
Nie

10°C–52°C
50°F–125°F

Never
Jamais
絶対禁止

Nunca
Nie